GAME PACK

HOLDOUT ESCAPE SUBHUNT GUNNER

INTRODUCTION These four games all run on the unexpanded VIC-20, using the keyboard for input. They do not compare with games written in machine language, and do not feature the arcade-quality graphics and sounds that the VIC is capable of. They are meant to show the user some of the fundamentals of game writing, programming, and logic. By using the LIST command, the programs may be examined in detail, and modified, copied, or altered at will.

LOADING THE PROGRAMS

The tapes are labeled with the programs that they contain; each tape has one of the programs on each side. To load SUBHUNT, for example, insert and rewind the tape, with the SUBHUNT label showing, type LOAD, and hit RETURN. Press PLAY on the tape deck and the program should load.

Each program has been stored several times in succession; should the program fail to load properly, try again.

GUNNER You are in charge of an artillery piece; you must destroy an enemy target, which, by the way, is shooting back. You only have a few chances to shoot before they find your range and hit you. You must place your shell within 100 yards of the target. Type RUN , and the game will begin. The computer will display the maximum range that your gun is capable of, and the range to the target. You key in a number, from 1 to 89, which represents the elevation of your gun barrel, and hit RETURN. (45 degress of elevation makes the shell go the longest distance.)

The computer will then tell you if you were over or under the target, and by how much. You may think about the correction you wish to make, and then enter a new elevation.

If you don't zero in on the target quickly enough, the computer will inform you that you have been destroyed.

ESCAPE You must find your way out of a maze, or cave, that is full of death beams, treasure rooms, monsters, and other things; the only problem is that you will have to picture the maze in your mind, and you will have to 'die' many times before you learn how the maze is laid out. The maze configuration never changes, and each time you start at the same location. Type RUN, hit RETURN, and read the first page of instructions. Then hit the space bar for the second page of instructions. You move about the maze one step at a time- key in 'N', and hit RETURN, and you move one step North. Key in a 'W', and you move one step West. There are also four speeial commands that you may use in special situations- SWORD, COINS, KILL,

and RUN. If you find yourself in a treasure room, for example, you could enter COINS, or SWORD. You will then have in your possesion for future use the coins, or the sword. If confronted with a monster you could enter KILL or RUN.

If you enter a direction command and the message A WALL OBSTRUCTS YOUR WAY, you will have to enter a new direction command to move some other way. If you try to exit through a door without the coins, etc., and the message BAD SUBSCRIPT error appears, you will have to start the program over.

HOLDOUT

Type in RUN, hit RETURN, and if you want instruction, key in a Y or N.

Four hearts will appear on the screen. They belong to you, and the computer will start filling up the screen, trying to destroy them. When you are down to the last heart, you can stop everything by pressing the space bar. If you wait too long and the computer destroys all of your hearts, you lose. The longer that you do manage to hold out, the more 'Survival Pay' you receive.

SUBHUNT There is an enemy submarine lurking below your ship; you must program your depth charges to go off at the proper location to destroy it.

You must use numbers to program your depth charge; the first number is for the north-south location. 0 is all the way north, 9 is all the way south.

The second number is east-west location;0 is all the way west, 9 is all the way east.

The third number is the depth setting;0 is shallow, 9 is deep.

The best technique on the first shot is to set everything at 5, placing your depth charge right in the middle of the target area. The computer will come back and tell you if you were too far north or south, too far east or west, and too shallow or too deep. If you are south, for instance, try a 4 on the next shot. If you were too far west, try a 6 next time. If you were too shallow, try a 6. By using the information the computer gives you, and picturing in your mind the 3-dimensional target area, you should be able to zero in on the sub after a few shots.

If you don't get the sub quickly enough, he will get you.

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